

# The Iron Realms Player's Handbook

v1.7

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## Revision History

v1.1	Initial version	
v1.2	Demonologist, Elementalist, Necromancer & Illusionist spell lists added	
v1.3	Contents on the front, Combination for Unarmed, Armour table, Resurrection Survival and System Shock	
v1.4	Parry formulas added, Longsword gets a parry at 1 <sup>st</sup> , Oriental weapons and Unarmed removed, Martial Artist and Sword Cultist removed. Grayhawk replaced with Iron Realms globally Race Generation page cleared pending details. Careers, Nobility and Heirlooms pending details. Priests reduced to one generic pending details. Sorcerer specialization pending details	
v1.5	Archers and Riders given d12 hit dice, XP/level summary table added to the last page for quick reference	
v1.6	Dodge calculation added to summary at the end Year+10 changes: Parental and Careers removed Battlemage and Barbarian added	
v1.7	<i>Slow/Remove Wildling Taint</i> and <i>Aasimar's Enlargement Bomb</i> added to spell lists	

# Race Generation

Humans, Elves, Dwarves, Vampyres or Wildlings.

# Attribute Expansions

Score	Strength		Dexterity		Constitution				Intelligence	Bonus Spells			
	To Hit	Damage	To Hit	AC Bonus	Hit Bonus	Poison	Sys Shock	Res Surv	Initiative	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>
11	-	-	-	-	-	-	75%	80%	-				
12	-	-	+1	-	-	-	80%	85%	-				
13	+1	-	+1	-1	+1	-	85%	90%	-				
14	+1	+1	+1	-1	+1	-	88%	92%	-	1			
15	+2	+1	+1	-2	+2	+1	90%	94%	+1	1	1		
16	+2	+2	+2	-3	+3	+1	95%	96%	+1	2	1	1	
17	+2	+3	+3	-4	+3	+2	97%	98%	+2	3	2	1	1
18	+2	+4	+4	-5	+4	+2	99%	100%	+2	3	3	2	1
19	+3	+5	+4	-6	+4	+3	99%	100%	+3	4	3	3	2
20	+4	+6	+5	-6	+5	+3	99%	100%	+3	4	4	3	3
21	+5	+7	+5	-7	+5	+4	99%	100%	+3	4	4	4	3
22	+6	+8	+6	-7	+6	+4	99%	100%	+4	4	4	4	4
23	+6	+9	+6	-8	+6	+5	99%	100%	+4	(Max)			
24	+7	+10	+7	-8	+7	+5	99%	100%	+5				
25	+7	+11	+7	-9	+7	+6	100%	100%	+5				

# Skills

Skill	Base	Description
Acrobatics	DEX x2 + 5% / lvl	The ability to tumble, jump & bounce
Act	CHA + 5% / lvl	The ability to convince others you are someone else
Acute Hearing	INT x2 + 5% / lvl	The ability to hear minute sounds
Animal Care	na	The ability to care & nurture animals
Animal Training	INT + 5% / lvl	The ability to make animals perform simple instructions
Arcane Language	na	Read & Write one of the many ancient languages
Art	na	Discern art & artwork from all over the world.
Astronomy	na	The knowledge of the stars, constellations for use with navigation
Begging	CHA + 5% / lvl	The ability to get others to give you charity
Blather	INT + CHA + 5% / lvl	Convince others of your point of view by this skill
Boat Building	na	The knowledge of how to build boats and other small vessels
Brewing	na	The ability to brew alcohol & mild stimulants
Bribery	INT + 5% / lvl	The ability to corrupt individuals & cut through red tape
Cartography	na	The ability to create & read maps of any kind
Chemistry	na	Knowledge of chemicals and their uses
Climbing	DEX x3 + 5% / lvl	The ability to scale walls & other sheer surfaces
Concealment Rural	INT + DEX +5% / lvl	The ability to conceal yourself in the wild
Concealment Urban	INT + DEX +5% / lvl	The ability to conceal yourself in a town or city
Cryptography	INT x2 + 5% / lvl	The ability to crack codes & decypher glyphs
Disguise	INT + 5% / lvl	The ability to radically change your appearance
Dodge	DEX x2 + 5% / lvl	The basic ability to avoid attacks
Dowsing	INT + 5% / lvl	The ability to find water
Drive Cart	na	The ability to drive a horse drawn carriage
Engineering	na	The knowledge of how mechanical things work - how to build them
Escapology	DEX+ 5% / lvl	The ability to free yourself from bonds, manacles etc...
Etiquette	na	The knowledge of how to behave in noble society
Evaluate	INT x2 + 5% / lvl	The ability to discern the approximate value of items
Excellent Vision	INT x2 + 5% / lvl	The gift of great sight
Find Traps	INT + 5% / lvl	The ability to find traps
Fish	INT + DEX +5% / lvl	The ability to catch fish in either fresh or salt water
Flee	INT + DEX +5% / lvl	The ability to flee combat without penalty
Fleet Footed	na	The ability to double normal movement rates dependant on CON
Follow Trail	INT x2 + 5% / lvl	The ability to follow a trail of a man, horse etc...
Gambling	INT + DEX +5% / lvl	The knowledge of games of chance - how to cheat and how to win
Haggle	CHA + 5% / lvl	The ability to get a trader to lower the price of his wares
Haragei	na	The tuning of ones senses to almost supernatural levels
Heal Wounds	na	The natural ability to heal wound 3 time a day (1d8 +1 cured)
Heraldry	na	The knowledge of standards, flags & noble positions
Herb Lore	na	General knowledge of plant types, names & species
History	INT x2 + 5% / lvl	The ability to recall historical events, dates etc...
Hypnotise	INT + CHA + 5% / lvl	The ability to put someone in a tance-like state
Identify Plants	INT x2 + 5% / lvl	The ability to identify plants & species of vegetation
Juggle	DEX x2 + 5% / lvl	The ability to astound people with your dexterity
Law	INT x2 + 5% / lvl	The knowledge of the law and it's intricacies
Linguistics	INT x2 + 5% / lvl	The ability to discern the type & mode of certain languages
Marksmanship	+2 to missile weapons	The bonus to missile weapons
Metallurgy	na	The knowledge of metals and how they react under heat / cold etc
Mimic	INT + WIS + 5% / lvl	The ability to mimic voices of friends / enemies etc
Mining	na	General knowledge of mines, construction & location
Musicianship	na	The knowledge of music, musical instruments and how to play
Navigation	INT x2 + 5% / lvl	The ability to navigate rivers / seas and read charts
Numismatics	INT x2 + 5% / lvl	The knowledge of coinage and their history
Orientation	INT x2 + 5% / lvl	The ability to discern depth, height & general location

Palm Object	DEX x2 + 5% / lvl	The ability to conceal an object on your person
Palmistry	INT + CHA + 5% / lvl	The ability to predict the future or the Paths
Parry	INT + DEX +5% / lvl	The ability to deflect weapons with another weapon
Pick Locks	INT + DEX +5% / lvl	The ability to pick locked doors using basic thieves' tools
Pick Pockets	INT + DEX +5% / lvl	The ability to cut a purse
Prepare Poison	INT x2 + 5% / lvl	The ability to create specific poisons depending on level
Public Speaking	na	The general ability to speak clearly and effectively to large crowds
Ride	na	The ability to ride effectively & fight without penalty on horseback
Row	na	The ability to propel a small boat efficiently
Runic Lore	na	The general knowledge of runes, their meaning & history
Sailing	na	The general ability of seamanship
Secret Signs	na	The language of either thieves or assassins
Seduction	CHA x2 + 5% / lvl	The ability to seduce people, to beguile them with your charm
Sense Magician	INT x3 + 5% / lvl	The ability to sense a sorcerer within 100 feet
Sense Sorcery	INT x3 + 5% / lvl	The ability to sense sorcery within 100 feet
Set Traps	INT + 5% / lvl	The ability to create mechanical devices to trap people / animals
Shadowing	INT x2 + 5% / lvl	The ability to follow an opponent without being seen
Shield Parry	DEX x3 + 5% / lvl	Shields parry at a better rate than normal weapons
Silent Move Rural	INT + DEX +5% / lvl	The ability to move silently in the wilds
Silent Move Urban	INT + DEX +5% / lvl	The ability to move silently in towns or cities
Sing	na	The ability to mesmerise a crowd with your musical ability
Spirit Sense	INT + 5% / lvl	The ability to sense spiritual presence within 100 feet (undead etc)
Spot Traps	INT + DEX +5% / lvl	The ability to spot traps within 100 feet
Story Telling	INT + WIS + 5% / lvl	The ability to spin a yarn and hold a crowds' attention
Strik to Injure	Level x5%	Gained at 3rd level with all weapons
Survival	na	General ability to survive in wild - allows healing at 1-3 per wound
Swim	na	The ability not to sink!
Trick Riding	DEX x2 + 5% / lvl	The ability to perform tricks / acrobatics on a horse
Two-Weapon Fighting	+1 attack/4 levels	Battlemage Specific
Ventriloquism	INT x2 + 5% / lvl	The ability to project your voice into others or a dummy
Water Breathe	na	The ability to breathe underwater - usually racial (gills, sorcery etc)
Wrestle	STR + DEX + 5% / lvl	The ability to immobilise an opponent without causing damage

# Class Summary

Class	Req	Hit Dice	Armour	Wpns	Shield	Initial Skills
Archer	Str 15, Dex 14	d12	Studded	Bow or Crossbow, 2 small	N	Concealment Rural
Assassin	Dex 15 Int 15	d10	Leather	2 med 1 small	N	Assassination, Disguise, Concealment Urban, Shadowing, Silent Move Urban, Blowpipe, Poison Lore
Barbarian	Str 13 Con 14	d12	Chain	2 lge 1 med	Y	Survival, Follow Trail
Battlemage	Str 15 Int 16 Dex 14	d8	Studded (improves later)	1 lge 1 med 1 small	N	Sense Sorcery, Evaluate, Read/Write
Druid	Wis 13 Cha 15	d8	Studded	1 med	N	Plant Lore, Dowsing, Indentify Plants, Follow Trail
Fighter	Str 15	d12	Any	1 lge 1 med 1 small	Y	None
Paladin	Cha 16	d10	Any	2 lge 1 med	Y	Immune to disease, Detect Evil
Priest	Wis 15	d8	Chain	1 med 1 small	N	Read/Write
Ranger	Wis 13 Con 14	d10	Chain	1 lgw 1 small 1 any	Y	Silent Move Rural, Spot Traps, Tracking, Shadowing, Set Traps
Rider	Str 15	d12	Any	1 lge, 1 med, 1 small	N	Ride, +2 to hit on horseback
Sorcerer	Magic 15	d6	None	1 small	N	Sense Sorcery, Read/Write, Evaluate
Thief	Dex 15	d6	Studded	2 small	N	Concealment Urban, Palm Object, Pick Pockets, Climb, Flee, Spot Trap, Pick Lock

# The Archer

The Archer is a sub-class of Fighter, specializing in one particular missile weapon, not necessarily the longbow although this is the most common. Found all over The Iron Realms the archer is a popular addition to any army, the longbow is still considered one of the most powerful battlefield weapons and many travellers and guards rely on the ability of the archer to protect them.

The archer can wear any armour whatsoever (no shield) but as their skills increase they gain stealth abilities (silent move rural) so the use of plate mail is not common amongst archers. Archers historically were men of great strength, the only ones able to draw the longbow and use it to its full potential.

## Game Details

- **Requirements:** Strength 15, Dexterity 14
- **Hit Dice:** d12
- **Combat Table:** Fighter
- **Armour allowed:** Any armour but no shield
- **Weapon Allowance:** Any bow or crossbow, 2 small weapons

## Archer Table

XP	Level	Special Abilities
0	1	Concealment Rural
2,000	2	
4,000	3	
8,000	4	
18,000	5	Silent Move Rural
35,000	6	
70,000	7	20% Increase to range of bow
125,000	8	
200,000	9	Lord - Dexterity +1
400,000	10	
600,000	11	Master, class professional
800,000	12	
1,000,000	13	
1,200,000	14	
1,400,000	15	
1,600,000	16	
1,800,000	17	
2,000,000	18	Grandmaster



# The Assassin

The assassin is a skilled and expert killer, able to use a combination of good combat skills and stealth. One of the more unique abilities is that of Assassination, a skill that can - on a successful dice roll - slay an opponent silently and instantly. This depends on the assassin getting close enough to surprise the opponent.

## Game Details

- **Requirements:** Dexterity 15, Intelligence 15
- **Hit Dice:** d10
- **Combat Table:** Fighter
- **Armour allowed:** Leather
- **Weapon Allowance:** 2 medium, 1 small

## Assassin Table

XP	Level	Special Abilities
0	1	Assassination, Disguise, Concealment Urban, Shadowing, Silent Move Urban, Blowpipe, Poison Lore
2,000	2	
4,000	3	
8,000	4	
18,000	5	
35,000	6	
70,000	7	
125,000	8	
200,000	9	Assassin
400,000	10	
600,000	11	Master Assassin
800,000	12	
1,000,000	13	
1,200,000	14	Guildmaster
1,400,000	15	
1,600,000	16	
1,800,000	17	
2,000,000	18	Grandmaster

# The Barbarian

Uncivilized warriors from remote or undeveloped places.

## Game Details

- **Requirements:** Strength 13, Constitution 14
- **Hit Dice:** d8
- **Combat Table:** Fighter
- **Armour allowed:** Chain
- **Weapon Allowance:** 2 large, 1 medium

## Barbarian Table

XP	Level	Special Abilities
0	1	Survival, Follow Trail
2,000	2	
4,000	3	Concealment Rural
8,000	4	
18,000	5	Animal Training
35,000	6	
70,000	7	Find Traps
125,000	8	
200,000	9	Climbing
400,000	10	
600,000	11	
800,000	12	
1,000,000	13	
1,200,000	14	
1,400,000	15	
1,600,000	16	
1,800,000	17	
2,000,000	18	

# The Battlemage

Tbc

Initially the battlemage gains the number of magic points from the attribute of the same name. Thereafter he gets d4 magic points per level. Spells cost 1 magic point per level (eg a third level spell costs three points - but will gain the battlemage 300 experience points). Battlemages regain magic points by sleep. One hour of complete rest will recover one point of magic - a full eight hours sleep will recover **all** magic points.

## Game Details

- **Requirements:** Strength 15, Intelligence 16, Dexterity 14
- **Hit Dice:** d8
- **Combat Table:** Sorcerer
- **Armour allowed:** Studded Leather (see below)
- **Weapon Allowance:** 1 large, 1 medium, 1 small

## Battlemage Table

XP	Level	Special Abilities
0	1	Sense Sorcery, Read/Write, Evaluate
2,000	2	
4,000	3	Voice Cast (the ability to cast using just your voice when your hands are full)
8,000	4	Two handed fighting (not combination - this skill adds 1 attack every 4 levels to the off hand. 1 at 4th, 2 at 8th etc)
18,000	5	Flee (Dex x2 +5%/level)
36,000	6	Enhanced Armour (the ability to wear chainmail without penalty)
70,000	7	Extra Weapon (the mage can choose any extra weapon and will fight at 7th level proficiency)
140,000	8	Rage (After 5 rounds, all non-critical weapon damage dice are maximized)
280,000	9	Battlemage (the ability to wear platemail with no penalty)
420,000	10	
600,000	11	
800,000	12	
1,000,000	13	
1,200,000	14	
1,400,000	15	
1,600,000	16	
1,800,000	17	
2,000,000	18	

Battlemage Spell Table

				Spell Level					
Battlemage Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	-	-	-	-	-	-	-	-
4	2	1	-	-	-	-	-	-	-
5	3	2	-	-	-	-	-	-	-
6	3	2	-	-	-	-	-	-	-
7	4	2	1	-	-	-	-	-	-
8	4	3	2	-	-	-	-	-	-
9	4	3	2	-	-	-	-	-	-
10	4	4	2	1	-	-	-	-	-
11	5	4	3	2	-	-	-	-	-
12	5	4	3	2	-	-	-	-	-
13	5	4	4	2	1	-	-	-	-
14	5	5	4	3	2	-	-	-	-
15	5	5	4	3	2	-	-	-	-
16	6	5	4	4	2	1	-	-	-
17	6	5	5	4	3	2	-	-	-
18	6	5	5	4	3	2	-	-	-
Battlemage Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th

See Sorcerer for spell listings

# The Druid

To druids the earth is the source and mother of all life. They are also known as priests of nature because their skills and abilities all relate to the natural order of life itself. Similar in many ways to priests they gain spells at the same rate (one extra spell for every level of experience). Like priests they regain spells at the rate of one per hour (or all if they have eight hours sleep) but unlike priests they do not pray as such - druids meditate for spells.

## Game Details

- **Requirements:** Wisdom 13, Charisma 15
- **Hit Dice:** d8
- **Combat Table:** Cleric
- **Armour allowed:** Studded Leather
- **Weapon Allowance:** 1 medium

## Druid Table

XP	Level	Special Abilities
0	1	Plant Lore, Dowsing, Identify Plants, Follow Trail
1,500	2	
3,000	3	
6,000	4	
12,000	5	
24,000	6	
48,000	7	
90,000	8	
150,000	9	
300,000	10	
450,000	11	Class Professional
600,000	12	Druid
750,000	13	Archdruid
900,000	14	Great Druid
1,050,000	15	
1,200,000	16	
1,350,000	17	
1,500,000	18	

## Druid Spell Table

Druid				Spell Level			
Level	1st	2nd	3rd	4th	5th	6th	7th
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	4	2	1	-	-	-	-
6	4	3	2	-	-	-	-
7	4	4	2	1	-	-	-
8	5	4	3	2	-	-	-
9	5	4	4	2	1	-	-
10	5	5	4	3	2	-	-
11	6	5	4	4	2	1	-
12	6	5	5	5	3	2	-
13	6	6	5	5	4	2	1
14	7	6	5	5	4	3	2
15	7	6	6	6	4	4	2
16	7	7	6	6	5	4	3
17	8	7	6	6	5	4	4
18	8	7	7	7	5	5	4

## Druid Spell Lists

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Animal Friendship</a>	<a href="#">Barkskin</a>	<a href="#">Call Lightning</a>	<a href="#">Animal Summoning I</a>	<a href="#">Animal Growth</a>	<a href="#">Animal Summoning III</a>	<a href="#">Animate Rock</a>
<a href="#">Detect Magic</a>	<a href="#">Charm Person</a>	<a href="#">Cure Disease</a>	<a href="#">Call Woodland Beings</a>	<a href="#">Animal Summoning II</a>	<a href="#">Anti-animal Shell</a>	<a href="#">Changestaff</a>
<a href="#">Detect Traps</a>	<a href="#">Create Water</a>	<a href="#">Hold Animal</a>	<a href="#">Control Temp.</a>	<a href="#">Anti-plant Shell</a>	<a href="#">Charm Plants</a>	<a href="#">Chariot of Sustarre</a>
<a href="#">Endure Heat/Endure Cold</a>	<a href="#">Cure Light Wounds</a>	<a href="#">Meld Into Stone</a>	<a href="#">Cure Serious Wds</a>	<a href="#">Commune with Nature</a>	<a href="#">Conjure Animals</a>	<a href="#">Confusion</a>
<a href="#">Entangle</a>	<a href="#">Feign Death</a>	<a href="#">Neutralise Poison</a>	<a href="#">Dispel Magic</a>	<a href="#">Control Winds</a>	<a href="#">Conjure Fire Elem</a>	<a href="#">Conjure Earth Elem</a>
<a href="#">Faerie Fire</a>	<a href="#">Fire Trap</a>	<a href="#">Plant Growth</a>	<a href="#">Giant Insect</a>	<a href="#">Insect Plague</a>	<a href="#">Cure Critical Wds</a>	<a href="#">Control weather</a>
<a href="#">Find Familiar</a>	<a href="#">Goodberry</a>	<a href="#">Prot from Fire</a>	<a href="#">Hallucinatory Forest</a>	<a href="#">Moonbeam</a>	<a href="#">Feeblemind</a>	<a href="#">Creeping Doom</a>
<a href="#">Invis to Animals</a>	<a href="#">Heat Metal</a>	<a href="#">Pyrotechnics</a>	<a href="#">Hold Plant</a>	<a href="#">Pass Plant</a>	<a href="#">Fire Seeds</a>	<a href="#">Finger of Death</a>
<a href="#">Locate Animals</a>	<a href="#">Locate Plants</a>	<a href="#">Snare</a>	<a href="#">Plant Door</a>	<a href="#">Rock to Mud</a>	<a href="#">Liveoak</a>	<a href="#">Fire Storm</a>
<a href="#">Mount</a>	<a href="#">Obscurement</a>	<a href="#">Stone Shape</a>	<a href="#">Produce Fire</a>	<a href="#">Sticks to Snakes</a>	<a href="#">Transport via plants</a>	<a href="#">Metal to Wood</a>
<a href="#">Pass Without trace</a>	<a href="#">Produce Flame</a>	<a href="#">Summon Insects</a>	<a href="#">Prot from Lightning</a>	<a href="#">Wall of Fire</a>	<a href="#">Turn Wood</a>	
<a href="#">Purify Water</a>	<a href="#">Snake Charm</a>	<a href="#">Tree</a>	<a href="#">Repel Insects</a>		<a href="#">Wall of Thorns</a>	
<a href="#">Shillelagh</a>	<a href="#">Trip</a>	<a href="#">Water Breathing</a>	<a href="#">Speak with Plants</a>		<a href="#">Weather Summon</a>	
<a href="#">Speak with Animals</a>	<a href="#">Warp Wood</a>					

# The Fighter / Warrior

The Fighter is one of the most popular and widespread characters in the Iron Realms. A fighter lives or dies by his knowledge of weapons and combat and as such gains more weapons than most and fights on the best combat tables. Strength is vital, as is a good constitution, for these men and women are the ones that fight toe-to-toe with monsters and villains.

Three subclasses of fighter exist; warrior (see below), rider and archer. These are dealt with separately and are - in their own right - separate character classes. They do gain the benefits of the best combat tables and a good choice of weapons and combat skills.

## Game Details

- **Requirements:** Strength 15
- **Hit Dice:** d12
- **Combat Table:** Fighter
- **Armour allowed:** Any
- **Weapon Allowance:** 1 large, 1 medium, 1 small

## Fighter Table

XP	Level	Special Abilities
0	1	Shield
2,000	2	
4,000	3	
8,000	4	
18,000	5	
35,000	6	
70,000	7	
125,000	8	
200,000	9	Lord
400,000	10	
600,000	11	Master, class professional
800,000	12	
1,000,000	13	
1,200,000	14	
1,400,000	15	
1,600,000	16	
1,800,000	17	
2,000,000	18	Grandmaster

# The Paladin

The Paladin is a noble and heroic warrior, held in high esteem by his peers he is the shining example of what a true warrior should be. Paladins are usually linked with theological ideologies and are sometimes colloquially known as *gods soldiers*. This is in part true but their role is often wider as the needs of the deity (or the temple) can see him or her take on many roles from guard to assassin.

There is a popular misconception that paladins are all good. They always stick to the code of the religion.

The code is all important. Paladins strive honourably (even in the case of dark paladins) to do the will of god to the best of their abilities. At 9th level all paladins (irrespective of their religion) gain cleric spells granted by their god (see table below). The total number of spells a paladin can cast is - like priests - always level plus one. For example a 10th level paladin can cast 11 spells before he needs to pray for more spells. Spells are recovered in the same way as they are for priests; one spell recovered for every hour of prayer.

## Game Details

- **Requirements:** Charisma 16
- **Hit Dice:** d10
- **Combat Table:** Fighter
- **Armour allowed:** Any
- **Weapon Allowance:** 2x large, 1x medium

## Paladin Table

XP	Level	Special Abilities
0	1	Shield, immune to disease, Detect Evil
2,000	2	
4,000	3	Turn Undead as 1st level Priest, Cure Disease
8,000	4	
18,000	5	Cure Light Wounds
35,000	6	
70,000	7	
125,000	8	
200,000	9	Spells as 1st level Priest
400,000	10	
600,000	11	Class professional
800,000	12	
1,000,000	13	
1,200,000	14	
1,400,000	15	
1,600,000	16	
1,800,000	17	
2,000,000	18	



Paladin Spell Table

Paladin				Spell Level			
Level	1st	2nd	3rd	4th	5th	6th	7th
9	1	-	-	-	-	-	-
10	2	-	-	-	-	-	-
11	2	1	-	-	-	-	-
12	3	2	-	-	-	-	-
13	4	2	1	-	-	-	-
14	4	3	2	-	-	-	-
15	4	4	2	1	-	-	-
16	5	4	3	2	-	-	-
17	5	4	4	2	1	-	-
18	5	5	4	3	2	-	-
19	6	5	4	4	2	1	-
20	6	5	5	5	3	2	-

See Priest for Spell Listings!

# The Priest

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## Game Details

- **Requirements:** Wisdom 15
- **Hit Dice:** d8
- **Combat Table:** Cleric
- **Armour allowed:** Chainmail
- **Weapon Allowance:** 1 medium, 1 small

## Priest Table

XP	Level	Special Abilities
0	1	Read/Write
1,500	2	
3,000	3	
6,000	4	
12,000	5	
24,000	6	
48,000	7	
90,000	8	
150,000	9	High Priest
300,000	10	
450,000	11	Class Professional
600,000	12	
750,000	13	Bishop
900,000	14	
1,050,000	15	
1,200,000	16	
1,350,000	17	
1,500,000	18	Arch Priest

See after all Priest types for Spell Tables and Listings!

## Priest Spell Table

Cleric				Spell Level			
Level	1st	2nd	3rd	4th	5th	6th	7th
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	4	2	1	-	-	-	-
6	4	3	2	-	-	-	-
7	4	4	2	1	-	-	-
8	5	4	3	2	-	-	-
9	5	4	4	2	1	-	-
10	5	5	4	3	2	-	-
11	6	5	4	4	2	1	-
12	6	5	5	5	3	2	-
13	6	6	5	5	4	2	1
14	7	6	5	5	4	3	2
15	7	6	6	6	4	4	2
16	7	7	6	6	5	4	3
17	8	7	6	6	5	4	4
18	8	7	7	7	5	5	4

## Priest Spell Lists

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Animal Friendship</a>	<a href="#">Aid</a>	<a href="#">Animate Dead Bequeath</a>	<a href="#">Abjure</a>	<a href="#">Air Walk</a>	<a href="#">Aerial Servant</a>	<a href="#">Animate Rock</a>
<a href="#">Bless</a>	<a href="#">Augury</a>	<a href="#">Call Lightning Congregation</a>	<a href="#">Animal Summoning I</a>	<a href="#">Animal Growth</a>	<a href="#">Animal Summoning III</a>	<a href="#">Astral Spell</a>
<a href="#">Combine</a>	<a href="#">Barkskin</a>	<a href="#">Contagion*</a>	<a href="#">Call Woodland Beings</a>	<a href="#">Animal Summoning II</a>	<a href="#">Animate Object</a>	<a href="#">Changestaff</a>
<a href="#">Command</a>	<a href="#">Bull's Strength*</a>	<a href="#">Continual Light</a>	<a href="#">Cloak of Bravery</a>	<a href="#">Antiplant Shell</a>	<a href="#">Antianimal Shell</a>	<a href="#">Chariot of Sustarre</a>
<a href="#">Create Water</a>	<a href="#">Chant</a>	<a href="#">Create Food &amp; Water</a>	<a href="#">Control Temperature, 10' Radius</a>	<a href="#">Atonement</a>	<a href="#">Blade Barrier</a>	<a href="#">Confusion</a>
<a href="#">Cure Light Wounds</a>	<a href="#">Charm Person or Mammal</a>	<a href="#">Cure Blindness or Deafness</a>	<a href="#">Cure Serious Wounds</a>	<a href="#">Commune</a>	<a href="#">Conjure Animals</a>	<a href="#">Conjure Earth Elemental</a>
<a href="#">Detect Evil</a>	<a href="#">Detect Charm</a>	<a href="#">Cure Disease</a>	<a href="#">Detect Lie</a>	<a href="#">Commune With Nature</a>	<a href="#">Conjure Fire Elemental</a>	<a href="#">Control Weather</a>
<a href="#">Detect Magic</a>	<a href="#">Dust Devil</a>	<a href="#">Dispel Magic</a>	<a href="#">Dismissal*</a>	<a href="#">Control Winds</a>	<a href="#">Create Undead*</a>	<a href="#">Creeping Doom</a>
<a href="#">Detect Poison</a>	<a href="#">Enthrall</a>	<a href="#">Feign Death</a>	<a href="#">Divination</a>	<a href="#">Cure Critical Wounds</a>	<a href="#">Find the Path</a>	<a href="#">Earthquake</a>
<a href="#">Detect Snares &amp; Pits</a>	<a href="#">Find Traps</a>	<a href="#">Flame Walk</a>	<a href="#">Free Action</a>	<a href="#">Dispel Evil</a>	<a href="#">Fire Seeds</a>	<a href="#">Exaction</a>
<a href="#">Detect Undead*</a>	<a href="#">Fire Trap</a>	<a href="#">Glyph of</a>	<a href="#">Giant Insect</a>	<a href="#">Flame Strike</a>	<a href="#">Forbiddance</a>	<a href="#">Fire Storm</a>

		<a href="#">Warding</a>				
<a href="#">Endure Heat/Endure Cold</a>	<a href="#">Flame Blade</a>	<a href="#">Hold Animal</a>	<a href="#">Hallucinatory Forest</a>	<a href="#">Healing Circle*</a>	<a href="#">Heal</a>	<a href="#">Gate</a>
<a href="#">Entangle</a>	<a href="#">Fox's Cunning*</a>	<a href="#">Locate Object</a>	<a href="#">Hold Plant</a>	<a href="#">Insect Plague</a>	<a href="#">Heroes' Feast</a>	<a href="#">Holy Word</a>
<a href="#">Faerie Fire</a>	<a href="#">Goodberry</a>	<a href="#">Magical Vestment</a>	<a href="#">Imbue With Spell Ability</a>	<a href="#">Magic Font</a>	<a href="#">Liveoak</a>	<a href="#">Regenerate</a>
<a href="#">Invisibility to Animals</a>	<a href="#">Heat Metal</a>	<a href="#">Meld Into Stone</a>	<a href="#">Lower Water</a>	<a href="#">Moonbeam</a>	<a href="#">Part Water</a>	<a href="#">Restoration</a>
<a href="#">Invisibility to Undead</a>	<a href="#">Hold Person</a>	<a href="#">Negative Plane Protection</a>	<a href="#">Neutralize Poison</a>	<a href="#">Pass Plant</a>	<a href="#">Speak With Monsters</a>	<a href="#">Succor</a>
<a href="#">Light</a>	<a href="#">Know Alignment</a>	<a href="#">Plant Growth</a>	<a href="#">Plant Door</a>	<a href="#">Plane Shift</a>	<a href="#">Stone Tell</a>	<a href="#">Sunray</a>
<a href="#">Locate Animals or Plants</a>	<a href="#">Messenger</a>	<a href="#">Prayer</a>	<a href="#">Produce Fire</a>	<a href="#">Quest</a>	<a href="#">Transmute Water to Dust</a>	<a href="#">Symbol</a>
<a href="#">Magical Stone</a>	<a href="#">Obscurement</a>	<a href="#">Protection From Fire</a>	<a href="#">Protection From Evil, 10' Radius</a>	<a href="#">Rainbow</a>	<a href="#">Transport Via Plants</a>	<a href="#">Transmute Metal to Wood</a>
<a href="#">Pass Without Trace</a>	<a href="#">Produce Flame</a>	<a href="#">Pyrotechnics</a>	<a href="#">Protection From Lightning</a>	<a href="#">Spike Stones</a>	<a href="#">Turn Wood</a>	<a href="#">Wind Walk</a>
<a href="#">Protection From Evil</a>	<a href="#">Resist Fire/Resist Cold</a>	<a href="#">Remove Curse</a>	<a href="#">Reflecting Pool</a>	<a href="#">Transmute Rock to Mud</a>	<a href="#">Wall of Thorns</a>	
<a href="#">Purify Food &amp; Drink</a>	<a href="#">Silence, 15[FM] Radius</a>	<a href="#">Remove Paralysis</a>	<a href="#">Repel Insects</a>	<a href="#">True Seeing</a>	<a href="#">Weather Summoning</a>	
<a href="#">Remove Fear</a>	<a href="#">Slow Poison</a>	<a href="#">Snare</a>	<a href="#">Speak With Plants</a>	<a href="#">Wall of Fire</a>	<a href="#">Word of Recall</a>	
<a href="#">Sanctuary</a>	<a href="#">Snake Charm</a>	<a href="#">Speak With Dead</a>	<a href="#">Spell Immunity</a>			
<a href="#">Shillelagh</a>	<a href="#">Speak With Animals</a>	<a href="#">Spike Growth</a>	<a href="#">Sticks to Snakes</a>			
	<a href="#">Spiritual Hammer</a>	<a href="#">Starshine</a>	<a href="#">Teleport Trace</a>			
	<a href="#">Trip</a>	<a href="#">Stone Shape</a>	<a href="#">Tongues</a>			
	<a href="#">Warp Wood</a>	<a href="#">Summon Insects</a>				
	<a href="#">Withdraw</a>	<a href="#">Tree</a>				
	<a href="#">Wyvern Watch</a>	<a href="#">Water Breathing</a>				
	Slow Wildling Taint	<a href="#">Water Walk</a>				
		Remove Wildling Taint				
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7

# The Ranger

The Ranger is a hunter and a woodsman who lives not only by his sword but also by his wits. Their wide range of skills and abilities make them ideal for the wilderness, rangers are the archetypal scouting character, able to track and sneak as well as fight.

Because of their love of the wilderness and outdoor lifestyle rangers gain druid spells at 8th level. Unlike sorcerers they do not acquire magic points as they increase levels, instead the ranger's magic point attribute becomes their magic point total. Like sorcerers they recover spell points by resting - a full eight hours sleep will recover all expended magic points.

## Game Details

- **Requirements:** Wisdom 13, Constitution 14
- **Hit Dice:** d10
- **Combat Table:** Fighter
- **Armour allowed:** Chain mail, Shield
- **Weapon Allowance:** 1 large, 1 small, 1 other

## Ranger Table

XP	Level	Special Abilities
0	1	Shield, Silent Move Rural, Spot Traps, Tracking, Shadowing, Set Traps
2,000	2	
4,000	3	
8,000	4	
18,000	5	
35,000	6	
70,000	7	
125,000	8	Spells as 1st level Druid
200,000	9	
400,000	10	
600,000	11	Class professional
800,000	12	
1,000,000	13	
1,200,000	14	
1,400,000	15	
1,600,000	16	
1,800,000	17	
2,000,000	18	

Ranger Spell Table

				Spell Level			
Ranger Level	1st	2nd	3rd	4th	5th	6th	7th
8	1	-	-	-	-	-	-
9	2	-	-	-	-	-	-
10	2	1	-	-	-	-	-
11	3	2	-	-	-	-	-
12	4	2	1	-	-	-	-
13	4	3	2	-	-	-	-
14	4	4	2	1	-	-	-
15	5	4	3	2	-	-	-
16	5	4	4	2	1	-	-
17	5	5	4	3	2	-	-
18	6	5	4	4	2	1	-
19	6	5	5	5	3	2	-
20	6	6	5	5	4	2	1
Ranger Level	1st	2nd	3rd	4th	5th	6th	7th

See Druids for spell listings!

# The Rider

The Rider is a sub-class of Fighter. Some men are born to ride horses, the Rider subclass are basically warriors on horseback, men who have been cavalrymen in the past or men brought up in communities where horses are essential modes of transport. These men are no different from normal warriors but gain abilities when on horseback.

## Game Details

- **Requirements:** Strength 15
- **Hit Dice:** d12
- **Combat Table:** Fighter
- **Armour allowed:** Any
- **Weapon Allowance:** 1 large, 1 medium, 1 small

## Archer Table

XP	Level	Special Abilities
0	1	Ride, +2 to hit with any weapon whilst on horseback
2,000	2	
4,000	3	
8,000	4	
18,000	5	+2 damage when on horseback
35,000	6	
70,000	7	Horse Training, Animal Care
125,000	8	
200,000	9	Lord - Combination
400,000	10	
600,000	11	Master, class professional
800,000	12	
1,000,000	13	
1,200,000	14	
1,400,000	15	
1,600,000	16	
1,800,000	17	
2,000,000	18	Grandmaster

# The Sorcerer

Sorcerer is an umbrella term that covers the mystical and magical casters in the world of the Iron Realms. There are nine arts of magic (see here) with magic user being the basic entry level sorcerer of the world. At fifth level (or any level thereafter) the sorcerer gets a chance to specialise in a particular area of magic. This specialisation is explained here (level classifications) - there are five avenues open to the magic user with four more requiring specialist training.

Initially the sorcerer gains the number of magic points from the attribute of the same name. Thereafter he gets d4 magic points per level. Spells cost 1 magic point per level (eg a third level spell costs three points - but will gain the sorcerer 300 experience points). Sorcerers regain magic points by sleep. One point of complete rest will recover one point of magic - a full eight hours sleep will recover **all** magic points.

## Game Details

- **Requirements:** Magic 15
- **Hit Dice:** d6
- **Combat Table:** Sorcerer
- **Armour allowed:** None
- **Weapon Allowance:** 1 small

## Sorcerer Table

XP	Level	Special Abilities
0	1	Sense Sorcery, Read/Write, Evaluate
2,000	2	
4,000	3	
8,000	4	
18,000	5	Specialize to Necromancer, Demonologist, Illusionist or Elementalist
36,000	6	
70,000	7	
140,000	8	
280,000	9	
420,000	10	
600,000	11	Wizard, class professional
800,000	12	
1,000,000	13	Mage
1,200,000	14	
1,400,000	15	
1,600,000	16	
1,800,000	17	
2,000,000	18	Archmage



Sorcerer Spell Table

				Spell Level					
Sorcerer Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	4	2	1	-	-	-	-	-	-
6	4	3	2	-	-	-	-	-	-
7	4	4	2	1	-	-	-	-	-
8	5	4	3	2	-	-	-	-	-
9	5	4	4	2	1	-	-	-	-
10	5	5	4	3	2	-	-	-	-
11	6	5	4	4	2	1	-	-	-
12	6	5	5	4	3	2	-	-	-
13	6	6	5	4	4	2	1	-	-
14	7	6	5	5	4	3	2	-	-
15	7	6	6	5	4	4	2	1	-
16	7	7	6	5	5	4	3	2	-
17	8	7	6	6	5	4	4	2	1
18	8	7	7	6	5	5	4	3	2
Sorcerer Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th

# Sorcerer Spell Lists

## 1st Level

Affect Normal Fires  
Alarm  
Armor  
Audible Glamer  
Burning Hands  
Change Self  
Charm Person  
Chill Touch  
Color Spray  
Comprehend Languages  
Dancing Lights  
Detect Magic  
Detect Undead  
Enlarge  
Erase  
Feather Fall  
Find Familiar  
Fire Weave\*  
Friends  
Gaze Reflection  
Grease  
Hold Portal  
Hypnotism  
Identify  
Jahick's Backup  
Jump  
Light  
Mage Armour\*  
Magic Missile  
Mending  
Message  
Mount  
Nystul's Magical Aura  
Phantasmal Force  
Protection From Evil  
Read Magic  
Shield  
Shocking Grasp  
Sleep  
Spider Climb  
Spook  
Taunt  
Tenser's Floating Disc  
Unseen Servant  
Ventriloquism  
Wall of Fog  
Wizard Mark

## 2nd Level

Alter Self  
Bind  
Blindness  
Blur  
Cat's Grace\*  
Continual Light  
Darkness, 15' Radius  
Deafness  
Deeppockets  
Detect Evil  
Detect Invisibility

Detect Spirit\*  
ESP  
Flaming Sphere  
Fog Cloud  
Fool's Gold  
Forget  
Fox's Cunning\*  
Glitterdust  
Hypnotic Pattern  
Improved Phantasmal Force  
Invisibility  
Irritation  
Knock  
Leomund's Trap  
Levitate  
Locate Object  
Magic Mouth  
Melf's Acid Arrow  
Mirror Image  
Misdirection  
Pyrotechnics  
Ray of Enfeeblement  
Rope Trick  
Scare  
Shatter  
Spectral Hand  
Stinking Cloud  
Strength  
Summon Swarm  
Web  
Whispering Wind  
Wizard Lock

## 3rd Level

Aasimar's Enlargement Bomb  
Blink  
Clairaudience  
Clairvoyance  
Clarity\*  
Delude  
Dispel Magic  
Explosive Runes  
Feign Death  
Fireball  
Flame Arrow  
Fly  
Gust of Wind  
Haste  
Hold Person  
Hold Undead  
Illusionary Script  
Infravision  
Invisibility, 10' Radius  
Item  
Leomund's Tiny Hut  
Lightning Bolt  
Melf's Minute Meteors  
Monster Summoning I  
Nondetection  
Phantom Steed  
Protection From Evil, 10' Radius

Protection From Normal Missiles  
Secret Page  
Sepia Snake Sigil  
Slow  
Slow Wildling Taint  
Spectral Force  
Suggestion  
Tongues  
Vampiric Touch  
Water Breathing  
Wind Wall  
Wraithform

## 4th Level

Charm Monster  
Confusion  
Contagion  
Detect Scrying  
Dig  
Dimension Door  
Emotion  
Enchanted Weapon  
Enervation  
Evard's Black Tentacles  
Extension I  
Fear  
Fire Charm  
Fire Eyes  
Fire Shield  
Fire Trap  
Fumble  
Hallucinatory Terrain  
Ice Storm  
Illusionary Wall  
Improved Invisibility  
Leomund's Secure Shelter  
Magic Mirror  
Massmorph  
Minor Creation  
Minor Globe of Invulnerability  
Monster Summoning II  
Otiluke's Resilient Sphere  
Phantasmal Killer  
Plant Growth  
Polymorph Other  
Polymorph Self  
Rainbow Pattern  
Rary's Mnemonic Enhancer  
Remove Curse  
Remove Wildling Taint  
Shadow Monsters  
Shout  
Solid Fog  
Stoneskin  
Teleport Trace  
Vacancy  
Wall of Fire  
Wall of Ice  
Wizard Eye

## 5th Level

Advanced Illusion  
 Airy Water  
 Animal Growth  
 Animate Dead  
 Avoidance  
 Bigby's Interposing Hand  
 Chaos  
 Cloudkill  
 Cone of Cold  
 Conjure Elemental  
 Contact Other Plane  
 Demishadow Monsters  
 Dismissal  
 Distance Distortion  
 Domination  
 Dream  
 Extension II  
 Fabricate  
 False Vision  
 Feeblemind  
 Hold Monster  
 Jahick's Fire Curse  
 Leomund's Lamentable Belaborment  
 Leomund's Secret Chest  
 Magic Jar  
 Major Creation  
 Mind Fog\*  
 Monster Summoning III  
 Mordenkainen's Faithful Hound  
 Passwall  
 Seeming  
 Sending  
 Shadow Door  
 Shadow Magic  
 Stone Shape  
 Summon Shadow  
 Telekinesis  
 Teleport  
 Transmute Rock to Mud  
 Wall of Force  
 Wall of Iron  
 Wall of Stone

#### **6th Level**

Antimagic Shell  
 Bigby's Forceful Hand  
 Chain Lightning  
 Circle of Death\*  
 Conjure Animals  
 Contingency  
 Control Weather  
 Death Fog  
 Death Spell  
 Demishadow Magic  
 Disintegrate  
 Enchant an Item  
 Ensnarement  
 Extension III  
 Eyebite  
 Geas  
 Glassee  
 Globe of Invulnerability  
 Guards and Wards

Invisible Stalker  
 Legend Lore  
 Lower Water  
 Mass Suggestion  
 Mirage Arcana  
 Mislead  
 Monster Summoning IV  
 Move Earth  
 Otiluke's Freezing Sphere  
 Part Water  
 Permanent Illusion  
 Programmed Illusion  
 Project Image  
 Repulsion  
 Shades  
 Stone to Flesh  
 Tenser's Transformation  
 Transmute Water to Dust  
 True Seeing  
 Veil

#### **7th Level**

Banishment  
 Bigby's Grasping Hand  
 Charm Plants  
 Control Undead  
 Delayed Blast Fireball  
 Drawmij's Instant Summons  
 Duo-Dimension  
 Finger of Death  
 Forcecage  
 Limited Wish  
 Mass Invisibility  
 Monster Summoning V  
 Mordenkainen's Magnificent Mansion  
 Mordenkainen's Sword  
 Phase Door  
 Power Word, Stun  
 Prismatic Spray  
 Reverse Gravity  
 Sequester  
 Shadow Shield\*  
 Shadow Walk  
 Simulacrum  
 Spell Turning  
 Statue  
 Vanish  
 Vision

#### **8th Level**

Antipathy-Sympathy  
 Bigby's Clenched Fist  
 Binding  
 Clone  
 Create Undead\*  
 Demand  
 Glassteel  
 Incendiary Cloud  
 Mass Charm  
 Maze  
 Mind Blank  
 Monster Summoning VI  
 Otiluke's Telekinetic Sphere

Otto's Irresistible Dance  
 Permanency  
 Polymorph Any Object  
 Power Word, Blind  
 Premonition\*  
 Prismatic Wall  
 Screen  
 Serten's Spell Immunity  
 Sink  
 Symbol  
 Trap the Soul

#### **9th Level**

Astral Spell  
 Banshee Wail\*  
 Bigby's Crushing Hand  
 Crystalbrittle  
 Energy Drain  
 Foresight  
 Gate  
 Imprisonment  
 Meteor Swarm  
 Monster Summoning VII  
 Mordenkainen's Disjunction  
 Power Word, Kill  
 Prismatic Sphere  
 Shape Change  
 Succor  
 Temporal Stasis  
 Time Stop  
 Weird  
 Wish

## Demonologist Spell Lists

### 1st Level

Armor  
Change Self  
Detect Demon\*  
Endure Heat/Endure Cold  
Erase  
Hold Portal  
Identify  
Jahick's Backup  
Mage Armour  
Magic Missile  
Read Magic

### 2<sup>nd</sup> Level

Cat's Grace\*  
Darkness 15' rad  
Demon Shield\*  
Flame Blade  
Forget  
Misdirection  
Pyrotechnics  
Strength  
Web

### 3<sup>rd</sup> Level

Binding\*  
Blade of Chaos\*  
Delude  
Dispel Magic  
Fire Eyes  
Fireball  
Hold Person  
Minor Pentacle\*  
Nondetection  
Secret Page  
Slow  
Tongues

### 4<sup>th</sup> Level

Banish Demon\*  
Contagion\*  
Dominate Person\*  
Enervation  
Fear  
Major Pentacle\*  
Polymorph Self  
Summon Demon\*

### 5<sup>th</sup> Level

Anti Magic Shell  
Avoidance  
Chaos  
Cloudkill  
Contact other plane  
Death Spell  
Demon Tongue\*  
Globe of Invulnerability  
Passwall  
Project Image  
Summon Horde\*  
Wall of Fire

### 6<sup>th</sup> Level

Army of Chaos\*  
Chaos Warrior\*  
Circle of Chaos\*  
Control Demon\*  
Creeping Doom  
Demonic Shield\*  
Demonic Tomb\*  
Disintegrate  
Enchant an Item  
Mind Blank  
Plane Shift  
Possession in Death  
Regeneration  
True Name

### 7<sup>th</sup> Level

Astral Spell  
Banshee Wail\*  
Energy Drain\*  
Permanency  
Screen  
Shape Change  
Spell Turning  
Steal the Soul  
Temporal Stasis  
Trap the Soul

## Elementalist Spell Lists

### 1<sup>st</sup> Level

Affect Normal Fires  
Burning Hands  
Detect Elemental\*  
Elemental Strength\*  
Endure Heat/Endure Cold  
Feather Fall  
Fire Weave\*  
Jahick's Backup  
Jump  
Light  
Magic Missile  
Magical Stone  
Purify Water  
Stinking Cloud

### 2<sup>nd</sup> Level

Explosive Runes  
Fireball  
Flame Arrow  
Flame Blade  
Flaming Sphere  
Fox's Cunning\*  
Gust of Wind  
Heat Metal  
Lightning Bolt  
Pyrotechnics  
Resist Fire/Resist Cold  
Water Breathing  
Whispering Wind  
Wind Shield\*

### 3<sup>rd</sup> Level

Create Water  
Dig  
Fire Charm  
Fire Eyes  
Fire Shield  
Flame Walk  
Ice Storm  
Meld Into Stone  
Plant Growth  
Protection From Fire  
Stone Tell\*  
Tongues  
Wall of Fire  
Wall of Ice

### 4<sup>th</sup> Level

Airy Water  
Cloudkill  
Cone of Cold  
Dispel Magic  
Flame Strike  
Jahick's Fire Curse  
Passwall  
Protection From Lightning  
Rock to Mud  
Stone Shape  
Summon Elemental\*  
Teleport Trace  
Wall of Stone

### 5<sup>th</sup> Level

Air Walk  
Animate Earth\*  
Chain Lightning  
Control Weather  
Control Winds  
Dispel Elemental\*  
Lower Water  
Move Earth  
Part Water  
Project Image  
Stone to Flesh

### 6<sup>th</sup> Level

Control Elemental\*  
Delayed Blast Fireball  
Elemental Strike\*  
Fire Seeds  
Incendiary Cloud  
Invisible Stalker  
Reverse Gravity  
Statue  
Stone Tell  
Transmute Water to Dust  
Weather Summoning

### 7<sup>th</sup> Level

Animate Rock  
Chariot of Sustarre  
Cloudburst\*  
Earthquake  
Elemental Horde\*  
Fire Storm  
Meteor Swarm  
Permanency  
Shape Change  
Wind Walk

## Illusionist Spell Lists

### 1<sup>st</sup> Level

Audible Glamour  
Change Self  
Colour Spray  
Dancing Lights  
Darkness 15' rad  
Detect Illusions  
Detect Invisibility  
Gaze Reflection  
Hypnotism  
Jahick's Backup  
Light  
Phantasmal Force  
Wall of Fog

### 2<sup>nd</sup> Level

Blindness  
Blur  
Deafness  
Deeppockets  
Detect Magic  
Fog Cloud  
Fool's Gold  
Hypnotic Pattern  
Invisibility  
Magic Mouth  
Mirror Image  
Misdirection  
Spectral Hand  
Ventriloquism

### 3<sup>rd</sup> Level

Cont Darkness  
Continual Light  
Dispel Illusion  
Fear  
Hallucinatory Terrain  
Illusionary Script  
Invis 10' radius  
Non Detection  
Rope Trick  
Spectral Force  
Suggestion

### 4<sup>th</sup> Level

Confusion  
Dispel Exhaustion  
Emotion  
Hallucinatory Forest  
Illusionary Wall  
Improved Invis  
Massmorph  
Phantasmal Killer  
Seeming  
Shadow Monsters  
Vacancy

### 5<sup>th</sup> Level

Advanced Illusion  
Chaos  
Fabricate

False Vision  
Maze  
Programmed Illusion  
Projected Image  
Shadow Door  
Shadow Magic  
Summon Shadow

### 6<sup>th</sup> Level

Conjure Animals  
Mass Suggestion  
Mislead  
Permanent Illusion  
Shades  
True Sight  
Veil

### 7<sup>th</sup> Level

Astral Spell  
Prismatic Spray  
Prismatic Wall  
Vision

## Necromancer Spell Lists

### 1<sup>st</sup> Level

Detect Undead\*  
Identify  
Jahick's Backup  
Light  
Mage Armour\*  
Magic Missile  
Read Magic

### 2<sup>nd</sup> Level

Circle of Protect\*  
Darkness\*  
Detect Evil  
Detect Spirit  
Forget  
Invisibility  
Knock  
Misdirection  
Shatter  
Spectral Hand  
Wizard Lock

### 3<sup>rd</sup> Level

Clarity\*  
Cloak of X\*

Dispel Magic  
Feign Death  
Hold Undead\*  
Minor Pentacle\*  
Nondetection  
Shadow Move\*  
Summon Skeletons\*  
Tongues  
Vampiric Touch\*  
Wraithform

### 4<sup>th</sup> Level

Contagion\*  
Enervation  
Fear  
Major Pentacle\*  
Polymorph Self  
Repel Undead\*  
Summon Ghoul\*  
Touch of Ice\*

### 5<sup>th</sup> Level

Animate Dead\*  
Avoidance  
Circle of Death\*  
Feeblemind  
Finger of Death

Life in Death  
Passwall  
Summon Shadow\*  
Summon Wight\*

### 6<sup>th</sup> Level

Control Undead\*  
Death Spell  
Enchant an Item  
Globe of Invulnerability  
Hell's Portal\*  
Plane Shift  
Shades\*  
Summon Vampire\*

### 7<sup>th</sup> Level

Banshee Wail\*  
Create Undead\*  
Energy Drain\*  
Screen  
Shadow Shield\*  
Spell Turning  
Summon Devil\*  
Trap the Soul\*

# The Thief

Thieves usually inhabit urban areas such as towns and cities and ply their trade by stealing, extorting, and embezzling. Stealth is the main ability of the thief and a good dexterity is essential. Usually thieves are organised into guilds, who maintain order in their town and meter out punishment to those who freelance.

One of the unusual abilities of thieves is the ability to back stab. It is a level based ability as follows:

- Level 1 - 4 - triple damage
- Level 4 - 8 - quadruple damage
- Level 9 upwards - quintuple damage

## Game Details

- **Requirements:** Dexterity 15
- **Hit Dice:** d6
- **Combat Table:** Thief
- **Armour allowed:** Studded Leather
- **Weapon Allowance:** 2 small

## Thief Table

XP	Level	Special Abilities
0	1	Concealment Urban, Palm Object, Pick Pockets, Climb, Flee, Spot Trap, Pick Lock, Backstab x3
1,200	2	
2,400	3	
5,000	4	Backstab x4
10,000	5	
20,000	6	
40,000	7	
80,000	8	
150,000	9	Thief, Backstab x5
300,000	10	
450,000	11	Class Professional, Master Thief
600,000	12	
750,000	13	
900,000	14	
1,050,000	15	
1,200,000	16	
1,350,000	17	
1,500,000	18	Grand Master Thief



# Weapons

		Dam /	Weapo n	Critical										
Weapon Type	Size	Lvl	Damage	Hit	1st level	3rd level	4th level	5th level	6th level	7th level	8th level	9th level	10th level	11th level
Arqebus	L	+1	1d10	20x2 19-	A1	STI		A3/2			A2			
Bastard Sword	L	+1	2d6	20x2	A1 P1	STI	A3/2 P2	SMB	A2 Dis	St19	A5/2 P3			A3*** P4
Battleaxe	M	+1	1d8	20x3	A1 P1	STI Stun19	A3/2 P2	SMB	A2	Dis P3		A3**		
Blowgun, Barbed	S	+1	1	20x2	A1	STI	A3/2			A2		A3**		
Blowgun, Needle	S	+1	1d3	20x2	A1	STI	A3/2			A2		A3**		
Broadsword	M	+1	2d6	19- 20x2	A1 P1	STI	A3/2 P2	SMB	A2 Dis	St19	A5/2 P3	P3		A3*** P4
Club	S	+1	1d6	20x2	A1	STI P1	A3/2	St19	A2 Dis	P2	A3			A4**
Dagger	S	+1	1d6	20x2	A2	STI P1	A5/2A	LD	P2	A3 St19	P3	A4		A5*
Darkbow	L	+2	4d6	20x3	A2	STI	A5/2	AIM	A3	Kill 18+	A4			A5***
Dart	S	+1	1d4	20x2	A1	STI	A3/2		LD	A2		A5/2		A3**
Dire Mace	L	+2	2d8	20x2	A1	STI P1	SMB St19	P2	A2		P3	A3*		
Double Axe	L	+1	2d8	20x3	A1	STI P1 St19	A3/2 BASH	SMB	A2 P2	De18	A5/2			A3*
Falchion	M	+1	1d10	19- 20x2	A1, P1	STI	A3/2 P2		LD Dis	A2 P3		A5/2 P4		A3* P4
Footman's Pick	S	+1	1d6+1	20x2	A1	STI P1	A3/2	St19	P2	A2 SMB		A5/2		A3*
Greataxe	L	+2	3d6	20x3	A1 St19	STI P1	A3/2	SMB	A2 P2	De17	A5/2			A3*
Greatsword	L	+2	3d6	19- 20x2	A1 P1	STI	A3/2 P2	SMB	A2 Dis	INI +1	A5/2 P3			A3*** P4
Halberd	L	+1	2d10	20x3	A1 P1	STI St19	A3/2 P2	SMB		Dis P3		A3*		
Hand Crossbow	S	+1	1d4	20x2	A1	STI	A3/2			A2		A5/2		A3*
Handaxe	S	+1	1d6	20x3	A1	STI P1	A3/2	St19	P2	A2 P3	LD	A5/2		A3**
Heavy Lance	L	+2	3d6	19- 20x2	A1 St19	STI P1	A3/2 Bash	INI +1	A2 P2	SMB	A5/2			A3*
Horseman's Pick	S	+1	1d4+1	20x2	A1	STI P1	A3/2	St19	P2	A2 SMB		A5/2		A3**
Heavy Flail	M	+1	1d10	19- 20x2	A1	STI P1	A3/2	SMB St19	P2	A2		P3	A3*	
Heavy Crossbow	L	+1	2d6	19- 20x2	A1	STI	A3/2			A2		A3		
Javelin (melee)	M	+1	1d6	20x2	A1	STI P1	A3/2	INI +1 P2		A2 P3		A5/2		A3* Crit18
Javelin (thrown)	M	+1	1d6	20x2	A1	STI	A3/2	St19		A2		A5/2		A3* Crit18
Jousting Lance	L	+2	1d6	20x2	A1 St19	STI P1	A3/2 Bash	INI +1	A2 P2	SMB	A5/2			A3*
Khopesh	M	+1	2d4	20x2	A1 P1	STI	A3/2 P2	Dis		A2 P3 SMB	St19	A3***		
Light Flail	M	+1	1d8	20x2	A1	STI P1	A3/2	St19	P2	A2 SMB		A5/2		A3**
Light Hammer	M	+1	1d6	20x2	A1	STI P1	A3/2	St19	P2	A2 P3	LD	A5/2		A3**
Light Crossbow	M	+1	1d8	19- 20x2	A1	STI	A3/2			A2		A5/2		A3*
Light Lance	L	+1	2d6	19- 20x2	A1 St19	STI P1	A3/2 Bash	INI +1	A2 P2	SMB	A5/2			A3*
Longbow	L	+2	3d6	20x3	A2	STI	A5/2		A3 Aim		Kill18	A4**		
Longsword	M	+1	1d10	19- 20x2	A1 P1	STI	A3/2 P2	Dis		A2 P3 SMB	St19	A3***		
Mace	M	+1	1d8	20x2	A1	STI P1	A3/2	SMB St19	P2	A2		P3	A3**	
Medium Lance	L	+2	2d6+2	19- 20x2	A1 St19	STI P1	A3/2 Bash	INI +1	A2 P2	SMB	A5/2			A3*
Morning Star	M	+1	1d8	20x2	A1	STI P1	A3/2 Bash		A2 P2	SMB	A5/2	P3		A3**
Quarterstaff	M	+1	1d8	20x2	A1 P1	STI Dis	A3/2 P2	Double	A2	P3	Double P	A3		A4* P4
Rapier	M	+1	2d4	18- 20x2	A1 P1	STI	A3/2 P2	St19		A2 P3	Dis	A3***		
Scimitar	M	+1	1d8	18- 20x2	A1 P1	STI	A3/2 P2	St19		A2 P3	Dis	A3***		LD
Scourge	M	+1	2d8	19- 20x2	A1	STI	A3/2			A2		A3***		
Scythe	L	+2	2d6	20x2	A1	STI	DIS	A2 INI +1	St19	A5/2	Crit18	A3**		
Shield	M	+1	1d6	20x2	A1 P1	STI		P2	A2		P3	A3*		P4***

Shortbow	M	+1	2d6	19-20x2	A2	STI	A3	Aim		A4 St18	Kill18		A5*			
Shortsword	S	+1	2d4	20x2	A1	STI P1	A3/2	P2	LD Dis	A2 P3		A5/2		A3*** P4		
Shuriken	S	+1	2d6	20x2	A1	STI	A3/2		LD	A2		A5/2		A3**		
Sickle	S	+1	1d6	20x2	A1	STI		A2	St19	A5/2	Crit18	A3**				
Sling Bullet	S	+1	2d8	20x2	A1	STI	A3/2		LD	A2		A5/2		A3*		
Sling Stone	S	+1	1d10	20x2	A1	STI	A3/2		LD	A2		A5/2		A3*		
Spear	M	+1	1d8	19-20x2	A1	STI P1	A3/2	P2 St19		A2 P3						
Thrown Axe	S	+1	1d8+1	20x2	A1	STI	A3/2		LD	A2		A5/2		A3**		
Thrown Dagger	S	+1	1d6	20x2	A1	STI	A3/2		LD	A2		A5/2		A3**		
Trident	M	+1	2d6+1	19-20x2	A1	STI P1	A3/2	P2 St19		A2 P3		A5/2		A3* Crit18		
Warhammer	M	+1	2d6	20x3	A1 St19	STI P1	A3/2	SMB	P2	A2 Bash	P3	A3		A4*		
Whip	S	+1	1d6	20x2	A1	STI	A3/2			A2		A3**				
Weapon Type	Size	Lvl	Damage	Critical	1st level	3rd level	4th level	5th level	6th level	7th level	8th level	9th level	10th level	11th level		
			A	No. of Attacks	SMB	Strike mighty blow		AIM	Aimed Shot							
			STI	Strike to injure	Kill18	Killing blow 18+		De17	Decapitation 17+							
			P	No. of Parries	DG	No. of Dodges		*	Maximum attacks							
			St19	Stun on a 19 +	Double	Double Strike		**	4 attacks at 13th Lvl							
			LD	Lightning Draw	Crit18	Critical 18+		***	1 extra att every 4 levels							
			Dis	Disarm	INI +1	Initiative +1										

- Parries are Int+Dex +5% /level skill has been held, Shield (Dex x3 + 5%/level), Dodge (Dex x2 +5%/level)
- Excellent weapon: +1 parry/3 levels, +1 damage per level, Disarm at 3<sup>rd</sup>
- Str 16+ Dex 16+ - may use 2h weapons 1 handed

## Armour

Name	AC
None	10
Leather, Padded	8
Studded, Ringmail	7
Brigandine, Scale, Hide	6
Chainmail	5
Splint, Banded	4
Platemail	3
Shield	Additional -1

## XP Quick Reference

Level	Basic	Sorcerer	Druid/Cleric	Thief	Injure
1					
2	2,000	2,000	1,500	1,200	
3	4,000	4,000	3,000	2,400	20
4	8,000	8,000	6,000	5,000	25
5	18,000	18,000	12,000	10,000	30
6	35,000	36,000	24,000	20,000	35
7	70,000	70,000	48,000	40,000	40
8	125,000	140,000	90,000	80,000	45
9	200,000	280,000	150,000	150,000	50
10	400,000	420,000	300,000	300,000	55
11	600,000	600,000	450,000	450,000	60
12	800,000	800,000	600,000	600,000	65
13	1,000,000	1,000,000	750,000	750,000	70
14	1,200,000	1,200,000	900,000	900,000	75
15	1,400,000	1,400,000	1,050,000	1,050,000	80
16	1,600,000	1,600,000	1,200,000	1,200,000	85
17	1,800,000	1,800,000	1,350,000	1,360,000	90
18	2,000,000	2,000,000	1,500,000	1,500,000	95